

# Super Robot Taisen: Original Generation Pilot Optimization Guide

by D MAN

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= SUPER ROBOT TAISEN ORIGINAL GENERATION: PILOT OPTIMIZATION GUIDE =
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Super Robot Taisen: Original Generation  
For Game Boy Advance  
In-depth Guide  
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= 01. INTRODUCTION =
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Welcome all,

this guide is about the in-depth development of the pilots playable in this wonderful game.

When I first came to the Super Robot Taisen board I found that there was few info about the optimizing of the pilots and their units. Thus I've spend much time and effort in pumping them up, while I couldn't find any decent info in FAQs.

I thought it was kind of frustrating doing something without knowing if I was doing well, or maybe wrong. To stop this process for future players I decided to write a guide about this.

In this guide I will mention ALL playable pilots in this game. I will give you an insight of what they should look like for most players. This way you can save yourself from endless hours gaining EXP, PP and money, which will result in getting frustrated, like I went before.

Later on I will also write a guide about the mechs who are actually worthwhile in this game. Knowing what a mech should look like will also save money, because you can plan in advance with upgrading.

I will also give you a viable option about what mechs should be fit for what pilots.

Offcourse your always in charge and feel always free to do whatever you feel fit yourself :)

Still hoping to help out some players, like me, who really like to have some guidelines in the beginning.

SSJDennis

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= 03. PILOTS =  
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This is the pilot department. When you first see this, you'll probably not know all pilots. This is OK, seeing you might want to look up some pilots before ever spending time into them.

By the time you have every single pilot you should pick a main core, so you can spend your time into a select group of fighters, which will "always" participate in battle.

This group should probably contain around 17 (including one gunship and two main supporters) pilots. Offcourse you could always cut away the supporters, but you'll increase the difficulty that way. Also you lose EXP/Money by not adding them to your party (Cheer/Bless).

To find a pilot faster, simply press "Ctrl + F". Insert the LAST name of the pilot you want to find. The last name is unique, while the first name will be mentioned more than once(also possible in other pilots commentary).

Pilots are in alphabetically order.

-----  
- AYA KOBAYASHI -  
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#### # Natural Skills #

Gain	Trust
Focus	Attune
Valor	Renew

Comments: Aya has a pretty poor skill list. Sure, Focus and Gain are nice to have early on, but later on you'll desire something more. Focus stays good on her though, because she needs the extra 30% dodge. Attune is too expensive as is Renew. Though it works wonders in the SRX.

#### # Morale #

Gains:

Dodge	-> +1
Attack(hit)	-> +0
Get hit	-> +1
Attack(miss)	-> +0
Destroy target	-> +5
Ally destroyed	-> +1

Comments: Aya isn't very suited to weak enemies. Luckily she doesn't really need the morale to use her best weapon, namely the Strike Shield. It runs at the base will she has, so that's a big plus.

She can dodge really well, so you could also throw her in the middle of some enemies and make her dodge everything.

#### # Pilot Skills #

- \*Telekinesis L7 (max)
- \*Support L2 (max)
- \*Mental

Comments: Nice. She should be supporting, due her nice long range hitters. Mental is always nice to have, especially when its free.

I would complete the list with;

- \*Hit & Away
- \*SP Regenerate
- \*Gunfight L7

Aya needs Hit & Away fast, seeing most of her natural guns can't fire if you moved already, without Accel this is even worse. Gunfight will help you to fire from a larger range, while Hit & Away lets you move after. SP Regenerate so you can keep on casting Focus over and over again.

# Overall #

Aya isn't really much of a powerhouse. Probably the best thing about her is the possibility of forming the SRX (Ryusei route only). Without it, there is still the R-Formation. If those wouldn't exist, probably no one would even bother with Aya. On Kyosukes route you might even forget about her totally, but if you wish to deploy her, make sure she gets her R-3. Definitely a must on Ryusei's route though.

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- BROOKLYN LUCKFIELD -  
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# Natural Skills #

Alert	Strike
Gain	Focus
Valor	Spirit

Comments: Bullet has a decent skill set, though it could be better. He probably would've wanted Accel, probably Sense over both Strike and Alert. But he will do fine without it. Especially early game he is one of your better pilots.

# Morale #

Gains:

Dodge	-> +0
Attack(hit)	-> +2
Get hit	-> +2
Attack(miss)	-> -1
Destroy target	-> +5
Ally destroyed	-> +2

Comments: Bullet likes to hit and get hit. He really doesn't want to miss though. Strike could help in this. He should probably wield a Super Robot, so his morale will grow nicely.

# Pilot Skills #

\*Telekinesis L8 (max)  
\*Infight L6 (max)

Comments: I really hate the max level of his Infight. L7 would've been superb, but he is missing that last level :( We won't increase it for him, waste of space.

I would complete the list with;

\*SP Regenerate  
\*Expert  
\*Hit & Away  
\*Attacker

This might look strange, I know. I've changed his skills to benefit him in

using the Giganscudo. Expert to save some EN on the Giga Uragano. Hit & Away for Giga Blaster early, since he doesn't have Accel he needs something else. Attacker to increase his attack power(Revenge wouldn't connect as often with the Giganscudo) and SP Regenerate to keep his Valor and Strike up.

#### # Overall #

Bullet is a pretty decent pilot, but he really needs that SR. The Giganscudo actually doesn't have a fit pilot in the first place, this is where Bullet starts smiling. In the Giganscudo he can gather will really fast by taking (lousy) hits. Through in Expert and Hit & Away and he is almost as good as a Grungust. Bullet actually has the benefit with his TK Field for even less damage output.

-----  
- DAITETSU MINASE -  
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#### # Natural Skills #

Strike	Guard
Gust	Mercy
Fury	Valor

Comments: Daitetsu has a typical gunship skill set. With Strike to get his level up and actually gain PP. Guard for defense and Guts for when things get bad. Valor paired with Mercy for one gigantic Titanic Drill.

#### # Morale #

Gains:

Dodge	-> +0
Attack(hit)	-> +2
Get hit	-> +2
Attack(miss)	-> -1
Destroy target	-> +5
Ally destroyed	-> +2

Comments: Good gains for a gunship. He has Strike to ensure his hits, or at least the ones that should land. Luckily Tetsuya had Focus, so that might help a bit to. Just throw him in the middle and let him weaken most enemies.

#### # Pilot Skills #

- \*Command L4 (max)
- \*Support L3 (max)
- \*Expert

Comments: Nice. Everything he has fits his gunship perfectly.

I would complete the list with;

- \*SP Regenerate
- \*Gunfight L7

\*Mental

Daitetsu and any gunship needs to be support. And the most useful skill in support is spending your SP. So he needs to keep those high and spend as few as possible. Because of the Titanic Drill there's no need for Hit & Away. You should go with Mental for your first few playthroughs, change it to SP Up when you have enough spare PP.

# Overall #

Daitetsu is a nice gunship pilot, but thats probably because he has the better gunship. As a pilot he is really bad, weak skills to use and probably won't help you out as much as Lefina and Sean would. He is slightly better on Ryusei route, but you better completely ignore him with Kyosuke.

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- ELZAM V. BRANSTEIN -  
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# Natural Skills #

Focus	Accel
Sense	Faith
Valor	Fury

Comments: Elzam has a superb skill set. This is probably one of the best, though Faith looks weird on him. He probably should be using Accel and Focus most of the time. While Sense, Fury and Valor are more boss orientated.

# Morale #

Gains:

Dodge	-> +1
Attack(hit)	-> +1
Get hit	-> +1
Attack(miss)	-> +1
Destroy target	-> +5
Ally destroyed	-> +1

Comments: Everything you do benefits Elzam the same way. This isn't bad, nor is it extreme useful. He starts with a bare 100 will each stage, but with a good mobility RR he should be dodging like crazy. Give him some kills and he is ready to wreck havoc.

# Pilot Skills #

- \*Command L3 (max)
- \*Genius
- \*SP Up L6
- \*Mental
- \*Support L2

Comments: Nothing special really. Genius increases his dodge and hit rite, which is good. Command isn't to suited for him, neither is SP Up, but its free

so we should stop complaining.

I would complete the list with;

\*Gunfight L7

The last slot on Elzam really depends on his mech. I prefer Elzam in the Hucklebein L008, so I actually always put Expert on him. If he is using a EN draining weapon, always go for Expert. Gunfight really benefits his standard Hucklebein Trombe. Hit & Away might seem good, but with his Accel he will be always in range, even more so with the Gunfight. If you ever feel that SP Up and Mental aren't enough, just go with SP Regenerate.

# Overall #

Elzam joins late. But when he does, he is fully ready to blow any other unit you were using out of the water. His skills are all filled, with one open slot. You should decide in which machine you want Elzam, the L008 really wants Expert, while Trombe just makes more out of Gunfight. He will be a superb pilot either way.

-----  
- EXCELLEN BROWNING -  
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# Natural Skills #

Daunt	Focus
Snipe	Valor
Assail	Love

Comments: Excellen is another unit with a superb skill set. She can use a "cheap" Love to basically get ANY status you want on her. Though if you don't need ALL status effect at a time, Focus and Valor do great. Paired with Assail she could use any attack right from the bat.

# Morale #

Gains:

Dodge	-> +1
Attack(hit)	-> +0
Get hit	-> +2
Attack(miss)	-> +3
Destroy target	-> +5
Ally destroyed	-> +0

Comments: Strange morale gains for RR pilot Excellen. She doesn't often get hit, nor does she miss. Dodging just gives her a single point, while being hit or miss a target would benefit her more? Strange, though the Weissritter doesn't need will to be effective.

# Pilot Skills #

\*Hit & Away

\*Support L3

Comments: Really good. Basically Excellen gives you carte blanc. You always want Support to be at least L2, Hit & Away also suits her well with the low post movement guns.

I would complete the list with;

\*SP Regenerate

\*Attacker

\*Mental

\*Gunfight L7

Excellen has many options. She probably wants more attack power in the form of Gunfight and Attacker. Expert is no option because the Weissritter has enough EN to boot and only the Rampage Ghost (60EN) and Oxtongue Rifle E (15EN) require it. SP Regenerate and Mental will greatly benefit her in using her Focus, Love and Valor all of the time.

# Overall #

Excellen joins you early on and starts a bit on the weak side, mainly because she is dumped in a SR. When the Weissritter becomes available she will turn into a killing machine with splendid support options early on. Also note that her Oxytongue Rifle E has infinite use and does only drain a bit EN. Only down side on her is the miss of Accel, which is kind of solved by Hit & Away and Gunfight.

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- GARNET SUNDAY -  
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# Natural Skills #

Bless	Cheer
Focus	Trust
Rouse	Love

Comments: Actually Garnet has the perfect skill set. No, not for a fighting unit. But she isn't meant to be attacking in the first place. Pure support unit, which the skill set confirms.

# Morale #

Gains:

Dodge	-> +1
Attack(hit)	-> +0
Get hit	-> +2
Attack(miss)	-> +3
Destroy target	-> +5
Ally destroyed	-> +0

Comments: Nothing special, though we are not building up morale in the first place. She likes to get hit and miss? OK? She will never be hit, probably won't attack in most cases, so she won't be gaining much.



# Pilot Skills #

\*Support L3 (max)  
\*Lucky L7 (max)  
\*SP Up L6 (max)

Comments: Nice basics, though Lucky won't do much for her. Support is always nice to have, as is SP Up in her case.

I would complete the list with;

\*SP Regenerate  
\*Mental  
\*Command L4

Garnet is here to help others. So Command will actually be great on her. Maybe you might want to max her SP Up though. But she should've plenty by the end of the game. You actually need 360 PP for this set-up, so it might take a few playthroughs to actually see it work. I believe Garnet starts with 50 PP? Get Mental first, then SP Regenerate, don't bother with Command in early plays and just go with SP Up.

# Overall #

Garnet is the perfect support ally. Especially when you can complete her skill list the way mentioned above. She is not much of an attacker, but you can give her cheap PP early by using the GOT. I prefer her in the Wildraubtier, so she can transform into the Wildraubtier FM. That way she gains major movement and her evasion goes up nicely. She won't be attacking anyway, but if she must in order to counter the Wildraubtier FM has some nice basic attacks.

-----  
- GIADO BENELDI -  
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# Natural Skills #

Spirit	Accel
Strike	Valor
Faith	Renew

Comments: Seeing the skill set of Giado, I actually would think he is the commander of a gunship. Renew and Faith really aren't helping him, as is Spirit. Also an expensive Strike is never good.

# Morale #

Gains:

Dodge	-> +0
Attack(hit)	-> +0
Get hit	-> +2
Attack(miss)	-> +2
Destroy target	-> +6

Ally destroyed -> +2

Comments: Bad morale gains. He is supposed to be an attacker, but he only gets the bonus when he misses? Killing does give him major will though, also getting hit shouldn't be a problem.

# Pilot Skills #

\*Counter L6 (max)  
\*Support L2 (max)  
\*Hit & Away

Comments: Nothing bad really. Though Hit & Away seems weird on a SR pilot. Not like anything really can save him.

I would complete the list with;

\*SP Regenerate  
\*Attacker  
\*Infight L7

Giado isn't too good in the first place, so the best we can do is make him a one hit wonder. With Attacker and Infight his attack will go up nicely, he has nice attack power in the first place. SP Regenerate to spam Valor on him, maybe you could replace it with Mental for cheaper cost.

# Overall #

Giado isn't the best unit to use in the first place. Sure, his defense and offense are nice. But we need something more than stats, like a half decent skill set, or even some good basic skills. Those are what make or break a pilot. Giado will do superb early on, but falls back quickly when you progress through the game. If you could always give him the Giganscudo to benefit from his Accel and Hit & Away. If you do, replace Infight for Expert.

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- GILLIAM YAGER -  
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# Natural Skills #

Scan	Sense
Accel	Valor
Spirit	Zeal

Comments: Good skill set. Early he really likes his Accel and Sense. While later on he gets Zeal and Valor. Nothing he really misses, maybe a cheap Love?

# Morale #

Gains:

Dodge	-> +1
Attack(hit)	-> +1

Get hit -> +1  
Attack(miss) -> +1  
Destroy target -> +5  
Ally destroyed -> +1

Comments: You should do whatever you feel like. Though you may want to give Gilliam some kills early.

#### # Pilot Skills #

\*Prophecy  
\*Attacker  
\*Hit & Away  
\*SP Regenerate  
\*Counter L4 (max)

Comments: Nice basics, though I'm no fan of Prophecy and I like Revenge over Counter, but meh.

I would complete the list with;

\*Support L2

Gilliam is already a top tier pilot. To make him even better for you team I would suggest using Support. With this he can help out others with an extra attack. Probably use him in close range of other Hucklebein or far range hitters. If your not to well with Support, your better of with Gunfight or Mental.

#### # Overall #

Gilliam comes with a nice mech early on. He leaves, but comes back with an even better mech(Kyosuke, or same mech Ryusei). Even without his Gespenst-R he can do wonders with a Hucklebein 009, Wildschwein or any super mech you have at hand. Gilliam probably will not disappoint you. He is best used in the Hucklebein Trombe, when Elzam leaves it behind.

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- IRMGULD KAZAHARA -  
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#### # Natural Skills #

Focus           Sense  
Spirit           Valor  
Accel           Love

Comments: Perfect skill set. Everything we need. Maybe he would've liked Alert above Focus, but this works wonders.

#### # Morale #

Gains:  
Dodge           -> +1

Attack(hit) -> +0  
Get hit -> +2  
Attack(miss) -> +3  
Destroy target -> +5  
Ally destroyed -> +0

Comments: Morale gains that suit him well. He will be piloting a SR, so he will get hit often. Probably not miss much, but he has Spirit is ever needing more will.

#### # Pilot Skills #

\*Prevail L6 (max)  
\*Infight L5 (max)

Comments: Both aren't really helping him. Infight would, but the level isn't high enough. Prevail works but that痴 about it.

I would complete the list with;

\*SP Regenerate  
\*Revenge  
\*Attacker  
\*Mental

This way Irm can be a Sanger clone, though a bit weaker. In the Grungust he has enough EN to make Expert absolute. You could replace Mental for Support if you like it. Though it is never working to well with SR pilots for me.

#### # Overall #

Irm is our main attacker early on and steps into the footsteps of Sanger. Which is in terms of usefulness the same. Irm will help you out a lot, knows how to land big hits and really doesn't need the extra range of Infight, though it would've helped if it was higher naturally. One of the best pilots. Offcourse he should pilot THE Grungust.

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- KAI KITAMURA -  
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#### # Natural Skills #

Spirit            Valor  
Guts               Sense  
Focus             Drive

Comments: Nothing much to say. Having both Spirit and Drive is absolute. One would do. Focus helps, but his dodge isn't to great in the first place. Valor is a must, as is Sense.

#### # Morale #

Gains:

Dodge -> +1  
Attack(hit) -> +1  
Get hit -> +1  
Attack(miss) -> +1  
Destroy target -> +5  
Ally destroyed -> +1

Comments: Typically Kai orientated. Doesn't know what to do with himself. But the gains are OK, no matter how you use him. Everything will do the same really.

#### # Pilot Skills #

\*Command L3 (max)  
\*Expert  
\*Attacker  
\*Hit & Away  
\*Support L1 (max)

Comments: Looks strange on him, seeing his stats make him a SR pilot. Expert and Hit & Away tell differently. Support on the lowest level isn't doing him any good either.

I would complete the list with;

\*Gunfight L7

Not much to say really. Everything about him isn't worth your time. He kinda tells you to use Gunfight with his Expert and Hit & Away. He wants a big gun, though you shouldn't give the crying baby what it wants.

#### # Overall #

Kai is the jack of all trades, master of none. He can't help you out as much as he probably should. I guess he is here, in case you wasted too much EXP on bad units and need a backup. You could try a shooting setup up, like mentioned but I doubt that would work as planned. He shouldn't be used outside his own stage anyway. If you must, give him an upgraded Huckebein 009 or Wilschwein.

-----  
- KATINA TARASK -  
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#### # Natural Skills #

Strike            Valor  
Assail            Accel  
Alert             Drive

Comments: She has a nice skill set, though not the best, it works well for her. Assail to make things right after moving, Valor right off the bat and Accel by the time you'll need it. Alert never hurts, as is Strike. But we would've preferred Love or Sense over that.

# Morale #

Gains:

Dodge -> +0  
Attack(hit) -> +0  
Get hit -> +2  
Attack(miss) -> +2  
Destroy target -> +6  
Ally destroyed -> +2

Comments: She doesn't get a bonus for hitting or dodging, which actually is strange for her, seeing how she does those well. Make her support an ally to take hits and destroy many with Valor.

# Pilot Skills #

\*Prevail L5 (max)  
\*Revenge  
\*Attacker

Comments: Prevail works on her, though it certainly isn't the best. Free Revenge and Attacker is always nice to have.

I would complete the list with;

\*SP Regenerate  
\*Support L2  
\*Mental

I prefer Katina in the Valsion Custom so she really don't need Gunfight with already a 9 range weapon. Mental and SP Regenerate to make maximum profit of her SP skills. Support to help out others. Expert nor Hit & Away would benefit her well with this setup.

# Overall #

Katina is one of your better pilots early on due her quick Valor. She actually starts with it. She gains Accel right in time to continue her usefulness. By the time her morale is really needed she can suit the Valsion Custom, so she can get hit without taking actually big damage. With a strong counter and regular attacks she knows what she is doing. Probably shouldn't bother in a RR, though she might like it herself.

-----  
- KUSUHA MIZUHA -  
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# Natural Skills #

Strike           Guard  
Focus            Valor  
Zeal             Love

Comments: Good skill set with Valor, Love and Zeal. She actually does great with Focus, but she really isn't much of a RR pilot.

# Morale #

Gains:

Dodge -> +1  
Attack(hit) -> +1  
Get hit -> +1  
Attack(miss) -> -2  
Destroy target -> +5  
Ally destroyed -> -1

Comments: Nice morale gains, she gets a big penalty is she misses, but when would that ever be? Nothing special about it.

# Pilot Skills #

\*Telekinesis L9 (max)  
\*Support L2 (max)  
\*Mental

Comments: Nice basic skills. Telekinesis doesn't do much for her, seeing she already has a superb defensive stat. Might come in handy with some weapons I guess.

I would complete the list with;

\*SP Regenerate  
\*Attacker  
\*Revenge

Kusuha is supposed to be a SR pilot, so we should make her dreams come true. Revenge and Attacker really are nothing special on a SR pilot, SP Regenerate to make full abuse of her Mental, Valor and Love. You could replace Revenge with Expert if you want the Giganscudo.

# Overall #

Kusuha really isn't a bad pilot, actually she is far from it. Her biggest weakness is that she is blown out of the water by Sanger and Irm. Even Tasuku is much better than her, meaning she won't get a SR. Unless ofcourse you don't want to get the Hucklebein L008. With a Grungust she is definitely worth a spot on any team. Give her the Wildschwein or Gespenst MKII-S if you must. She also doesn't dissapoint in the Giganscudo.

-----  
- KYOSUKE NANBU -  
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# Natural Skills #

Accel            Focus  
Assail           Sense  
Valor            Fury

Comments: Another perfect skill set. Love over Fury or Valor would've made him broken. Even now it's hard to believe he is not.

#### # Morale #

Gains:

Dodge -> +0  
Attack(hit) -> +2  
Get hit -> +2  
Attack(miss) -> -1  
Destroy target -> +5  
Ally destroyed -> +2

Comments: Nice morale gains, they suit him well. He wants to use his Heavy Claymore quick and not forgetting Rampage Ghost.

#### # Pilot Skills #

\*Fortune  
\*Counter L7 (max)  
\*Command L3 (max)

Comments: Nothing he would really like, but again do we want to have a broken pilot in our hands? Fortune will make us rich early on. Counter works, but Revenge would've done the trick better.

I would complete the list with;

\*SP Regenerate  
\*Attacker  
\*Support L2

Attacker brings out his full potential. He already has cheap skills to use, so SP Regenerate will be enough for him. Support to benefit others with his strength. You could also consider Mental or Infight over Support.

#### # Overall #

Kyosuke is meant to be broken, but they've done all in their power to stop it. Even so he is probably still the highest hitter in the game with RevolverStake and others. He gets the Alteisen probably way to early to make him even more unstable. Kyosuke is all you ever wished for in a SR pilot.

-----  
- LATOONI SUVOTA -  
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#### # Natural Skills #

Scan            Focus  
Sense           Assail  
Valor           Enable

Comments: Latooni actually gets a nice skill set for a RR pilot. Focus will



make her untouchable (if she could ever be hit in the first place). Valor upgrades her strength while Sense makes sure she will hit the target. Assail could fix her lack of Accel a bit.

#### # Morale #

Gains:

Dodge -> +2  
Attack(hit) -> +2  
Get hit -> +1  
Attack(miss) -> +0  
Destroy target -> +3  
Ally destroyed -> +0

Comments: She gets morale gains that fit her perfectly. You could make full abuse of this paired with the Graviton Cannon, which suits her well either.

#### # Pilot Skills #

\*Genius  
\*Gunfight L6 (max)  
\*Support L3 (max)

Comments: To bad Gunfight doesn't hit level 7, would've been so sweet. Genius adds to her already impossible get hit status. Support is always nice on units like Latooni.

I would complete the list with;

\*Hit & Away  
\*SP Regenerate  
\*Expert

This setup is based on Latooni using the Graviton Cannon. Without it, you can always toss Expert away in favor of Attacker. She doesn't need Revenge. Hit & Away is a must. Get is early and make it your main priority.

#### # Overall #

Latooni is one of the best RR pilots, in that she can't be hit. If you can't hit, you can't kill. So Latooni is invincible. Her damage output is good too. Get Hit & Away ASAP, it really makes her so much better. Also Expert in the end will add to her usefulness. Get her in the Wildraubtier and never get rid of it, she also does wonders in a Hucklebein(MKII, Trombe or L008).

-----  
- LEFINA ENFIELD -  
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#### # Natural Skills #

Vigor Gain  
Trust Bless  
Rouse Hope

Comments: Also Lefina gets a really good skill set. Bless will be her main support as is Hope. Gain to keep her own level up pair.

#### # Morale #

Gains:

Dodge -> +1  
Attack(hit) -> +1  
Get hit -> +1  
Attack(miss) -> -2  
Destroy target -> +5  
Ally destroyed -> -1

Comments: Her Gravity Cannon really needs a bit of will, though she won't get it by missing many targets. Probably shouldn't take to many risky hits, or it will start to haunt her.

#### # Pilot Skills #

\*Command L4 (max)  
\*Support L3 (max)  
\*SP Up L5 (max)

Comments: All natural skills work well on Lefina. Nothing to add that she could really wish for.

I would complete the list with;

\*SP Regenerate  
\*Mental  
\*Gunfight L7

Mental and SP Regenerate let her make full use of her SP. Last slot really is up to you. I like Gunfight because most of the time she will lay out of the main battlefield anyway. This way she can fire from a long range. Hit & Away seems nice aswell, though if she isn't going to make a shot it's a waste of PP.

#### # Overall #

Lefina is the better gunship pilot if you ask me. Her main concern should be NOT missing a target of her morale will drop. Gravity Cannon makes a nice attack, paired with her Bless she is a valuable unit.

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- LEONA GARSTEIN -  
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#### # Natural Skills #

Accel Fury  
Focus Valor  
Guard Sense

Comments: Leona gets everything she needs in this skill set. Accel to give her extra movement, Valor and Fury for the major damage. Sense to make sure she lands a hit. Guard seems weird on her though.

#### # Morale #

Gains:

Dodge -> +2  
Attack(hit) -> +2  
Get hit -> +1  
Attack(miss) -> +0  
Destroy target -> +3  
Ally destroyed -> +0

Comments: Leona gets nice morale gains from doing her thing. Not receiving a increased bonus for killing seems odd, but it doesn't hurt her much.

#### # Pilot Skills #

\*Telekinesis L8 (max)  
\*Attacker  
\*Hit & Away  
\*Support L2 (max)

Comments: All skills will make you smile. Telekinesis will be handy while being in a TK Field machine. Leona prefers the R-Gun so all set with that.

I would complete the list with;

\*SP Regenerate  
\*Expert

I would add Expert so you can keep on firing the Metal Destroyer. Gunfight would also be nice on her, but I fear she will run out of EN to soon. But if you give the R-Gun the HiGenerator in combination with the Solar Panel you can totally forget about Expert and go with Gunfight L7 anyway. SP Regenerate to keep on using her skills(mainly Focus).

#### # Overall #

Leona starts out as an enemy, but turns to your side later. From day one she will be very useful and one of your stronger pilots. She prefers the R-Gun due its range and good dodging ability, Leona isn't meant to take any hit at all, so let's ensure that it doesn't happen. Also, get her out of her own Guarlion ASAP, she is on her worst in it.

-----  
- LUNE ZOLDARK -  
-----

#### # Natural Skills #

Guts Alert  
Gain Focus

Valor Spirit

Comments: Nothing special for Lune. Alert and Gain are decent. Focus works well on her. Spirit is strange, seeing she won't need will if you don't equip anything special on the Valsione.

# Morale #

Gains:

Dodge -> +0  
Attack(hit) -> +2  
Get hit -> +2  
Attack(miss) -> -1  
Destroy target -> +5  
Ally destroyed -> +2

Comments: Lune gets good morale gains, though we really miss a bonus on the dodge factor. She gets a bonus for getting hit though, but when will she ever be hit really.

# Pilot Skills #

\*Gunfight L6 (max)  
\*Attacker  
\*Support L2 (max)

Comments: Good basics, though again we find a Gunfight which is one level short of the range +2 bonus.

I would complete the list with;

\*Hit & Away  
\*SP Regenerate  
\*Mental

The Valsione is a great mech to pilot in. Even better, it doesn't require any will or EN to use its best weapon. You could drop in some EN draining weapons but why would you? Mental and SP Regenerate to make full use of her Focus and Valor. If you ever feel like and have spare PP just replace Mental for SP Up.

# Overall #

Lune comes with a good mech, which is probably her biggest advantage over other RR pilots like Rio and Latooni. If the Valsione was available to any pilot, than Lune probably wouldn't be played... But because you can't she is actually a really great unit, makes sense, right?

-----  
- MASAKI ANDOH -  
-----

# Natural Skills #

Focus Alert

Luck            Valor  
Spirit          Strike

Comments: Luck is really handy in your first two playthroughs. Later on it becomes absolute. Alert, Strike and Valor are always nice to have around. But we would prefer Love or Sense.

#### # Morale #

##### Gains:

Dodge            -> +0  
Attack(hit)      -> +2  
Get hit          -> +2  
Attack(miss)     -> -1  
Destroy target  -> +5  
Ally destroyed  -> +2

Comments: Same basic gains as Lune, though Masaki actually can take a hit if you wanted to. His Cybuster can become a real powerhouse, though you should prefer to make it a RR instead. Not being hit is better than taking low damage. You could always use Spirit, his Cosmo Nova has one shot anyway.

#### # Pilot Skills #

\*Infight L6 (max)  
\*Counter L6 (max)

Comments: Strange Infight here. I think they actually want to make you think that Masaki and Lune are the opposite fighters, while they're very similar actually.

I would complete the list with;

\*SP Regenerate  
\*Attacker  
\*Support L2  
\*Mental

We want to benefit most of his natural Infight, so we go the melee way. His Akashic Buster is a nice weapon anyway, so is the Zephyr Sword. Only go into flight modus for travelling, seeing we will do less damage in that for. You could always replace Mental for something like Hit & Away.

#### # Overall #

Masaki is very similar to Lune. But he is actually a real good pilot. Even if we could switch anyone in his mech, he probably would still keep it. I believe he is much better than Bullet or Giado. Masaki will probably become one of your hard hitters, maybe your God early on with Cosmo Nova.

-----  
- RAIDIESE F. BRANSTEIN -  
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## # Natural Skills #

Focus            Accel  
Sense            Snipe  
Valor            Fury

Comments: Superb skillset in the hands of Rai. He loves Snipe and Fury, so he can do massive damage. Accel is nice early, as is Focus. Valor for the big hits.

## # Morale #

Gains:

Dodge            -> +2  
Attack(hit)      -> +2  
Get hit           -> +1  
Attack(miss)     -> +0  
Destroy target  -> +3  
Ally destroyed  -> +0

Comments: Rai should mainly be used to weaken enemies. His killing will not increase his will drastically. He will get more or less the same bonus from just hitting and dodging(which he does great).

## # Pilot Skills #

\*Genius  
\*Hit & Away

Comments: Superb basics for Rai. Genius is actually what he needs in the R-2. Hit & Away also perfectly fits his style, so we can really make this pilot Godly with the empty slots.

I would complete the list with;

\*SP Regenerate  
\*Attacker  
\*Support L2  
\*Gunfight L7

The R-2 has plenty EN to use his Hi-Zol Launcher often, so Expert is not really a must. Attacker for the bonus and SP Regenerate to keep him going with his SP. Gunfight to raise his range, though you might like Mental over it.

## # Overall #

Rai is one of the units that actually caught me off guard. His stats scream RR, while his mech(R-2) actually is more like a SR. Just ignore the latter and pump up the mobility of the R-2. Rai will start dodging in no time and there is always Focus to the rescue. His Hi-Zol Launcher will wreck havoc soon but it might be tricky to support with other attacks.

-----

- RADHA BYRABAN -

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### # Natural Skills #

Focus	Alert
Bless	Attune
Hope	Enable

Comments: Perfect skillset for Radha. Radha is meant to be a supporter, like Garnet. Bless gives you the money you need. Attune makes sure you get the hit Hope for extra SP. Enable to move again, Alert to save herself, Focus for early PP gathering.

### # Morale #

Gains:

Dodge	-> +1
Attack(hit)	-> +0
Get hit	-> +1
Attack(miss)	-> +0
Destroy target	-> +5
Ally destroyed	-> +1

Comments: Nothing special. Not that she would ever need morale gains, seeing she will only be here to help others.

### # Pilot Skills #

- \*Prophecy
- \*SP Regenerate
- \*Support L3 (max)

Comments: Its always nice to get SP Regenerate for free, saving you 100 PP. Prophecy only works on the counter, but she won't attack on her own anyway. Support is nice to have.

I would complete the list with;

- \*Mental
- \*SP Up L9
- \*Command L4

Like Garnet we want Radha to be helping others. With Command she gives some evade and hit. Further we want to get her SP as high as possible and keep it high for a long time. She needs to spam Bless and possible Enable when needed, she probably would've wanted Rouse but its OK.

### # Overall #

Radha is a real supporter and you should use her that way. She is on pair with Garnet of usefulness. In the beginning she will also be nice to attack with, together with Russel, but she should grow into the role of support unit. Give her a nice mech, like the Lion F or Guarlion(higher movement) and your set.

-----  
- RIO MEILONG -  
-----

#### # Natural Skills #

Alert            Gain  
Valor            Strike  
Focus            Drive

Comments: Nice skills for Rio. Gain will keep her level on pair with the other units. While Focus helps her dodging, for bosses she gets Strike and Alert. Drive if she would ever need will.

#### # Morale #

##### Gains:

Dodge            -> +0  
Attack(hit)      -> +2  
Get hit           -> +2  
Attack(miss)     -> -1  
Destroy target -> +5  
Ally destroyed -> +2

Comments: Rio has some nice morale gains, again they suggest you put her into a SR. No bonus for a dodge, penalty for missing, something she won't do.

#### # Pilot Skills #

\*Telekinesis L8 (max)  
\*Prevail L5 (max)  
\*Support L2 (max)

Comments: Nothing good here. Prevail is one of the worst skills to have, even more if its paired with Telekinesis. Support is nice to have.

I would complete the list with;

\*SP Regenerate  
\*Hit & Away  
\*Gunfight L7

Shoot and run, that is what Rio is good at. Attacker could do, but she probably wants the range more. Hit & Away to run after, or keep up with the squad seeing she lacks Accel.

#### # Overall #

Rio isn't a bad pilot and would probably be much better than Lune, if she could handle the Valsione. But she can't. Rio will be one of your better pilots for a long time, she has outstanding ranged and avoid stats. Make use of her as long as possible, fitting her into the Huckebein MKII is never a bad option.



-----  
- RUSSEL BERGMAN -  
-----

# Natural Skills #

Strike	Guard
Trust	Cheer
Faith	Rouse

Comments: A pretty good skillset for Russel, who wants to be an supporter, just like Garnet and Radha. Only he doesn't have Bless, but Cheer and Rouse. Though it still makes him decent, you really want the money above some extra EXP. But in higher playthroughs this might change, seeing you have infinity money at some point.

# Morale #

Gains:

Dodge	-> +1
Attack(hit)	-> +0
Get hit	-> +1
Attack(miss)	-> +0
Destroy target	-> +5
Ally destroyed	-> +1

Comments: LOL. Probably the worst gains. But again, he is a support unit, so he doesn't care. In the begin you might want to gather some PP to make him more useful to you.

# Pilot Skills #

- \*Prevail L6 (max)
- \*Support L3 (max)
- \*SP Up L6 (max)

Comments: Good basics, for an support unit. Prevail could go in trade for some SP Regenerate but we can't complain either.

I would complete the list with;

- \*SP Regenerate
- \*Mental
- \*Command L4

Is this getting old? Yes, basic support material. You could always grab more SP with SP Up for the last three levels. But I prefer Command more because of the bonus it gives to others and he should have plenty SP.

# Overall #

Russel is a very solid unit. Early and also later he is a tank, that can take any hit. He should get the Resupply module right of the bat to get to Cheer ASAP. After he becomes one of your favorite pilots, trust me. He will be

that way until Garnet shows up, after he starts fighting for a spot in your team. Drop him in the Guarlion or an ordinary Schutzwald to finish the job.

-----  
- RYOTO HIKAWA -  
-----

#### # Natural Skills #

Focus	Gain
Mercy	Strike
Valor	Zeal

Comments: Ryoto doesn't get a very solid skillset. Sure, Zeal is nice to move twice. But with his power it's still not too good. Focus is good on him, Strike to. Mercy doesn't make sense.

#### # Morale #

Gains:

Dodge	-> +1
Attack(hit)	-> +0
Get hit	-> +1
Attack(miss)	-> +0
Destroy target	-> +5
Ally destroyed	-> +1

Comments: Bad morale gains. He is not a support unit, so this makes him bad. You should throw him into mechs that use bullets only, seeing he won't do good in other mechs.

#### # Pilot Skills #

- \*Telekinesis L9 (max)
- \*Gunfight L6 (max)
- \*Support L3 (max)

Comments: Another psychic pilot. He is probably the worst. Gunfight misses a good level, like always. Support is superb on him.

I would complete the list with;

- \*Hit & Away
- \*SP Regenerate
- \*Attacker

I found it actually hard to make him worthwhile. He doesn't have any skills to make Mental worth the PP. Command should probably help him helping others. Hit & Away for the lack of Accel. Attacker would make his attacks more vital.

#### # Overall #

I think that Ryoto is probably one of the worst pilots. His will is bad and his skills are not worthy either. Stats aren't good, he just screams to be

replaced ASAP. If I see his stats and morale gains, I'm guessing he wanted to be a support unit, who never got anything to support with. Keep him in something that can dodge, like the Lion F or Huckebein 009.

-----  
- RYUSEI DATE -  
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# Natural Skills #

Focus	Alert
Strike	Luck
Valor	Zeal

Comments: Nice skills for Ryusei. But he really wanted Love or Sense. To bad he doesn't get those. Zeal makes him more useful by getting two turns, it also helps out the lack of Accel.

# Morale #

Gains:

Dodge	-> +0
Attack(hit)	-> +2
Get hit	-> +2
Attack(miss)	-> -1
Destroy target	-> +5
Ally destroyed	-> +2

Comments: Nice fitting morale gains, though he would've preferred a dodge bonus over a hit bonus.

# Pilot Skills #

\*Telekinesis L8 (max)  
\*Prevail L4 (max)

Comments: Nothing of interest to find here. Prevail doesn't suit him, but it helps a bit. Telekinesis is a must for his weapons, but they've designed them that way so nothing special.

I would complete the list with;

\*SP Regenerate  
\*Revenge  
\*Attacker  
\*Mental

Because of the attack power of both the SRX and the R-1 I suggest we keep Ryusei melee based. Turning into the R-Wing should only happen to gain some movement. His best attack only costs 10 EN and has infinite uses, so he will be a complete powerhouse this way. In Kyosukes route you should replace Mental in favor of Infight L7.

# Overall #

Ryusei is the hero in one of the two stories and even though he isn't as broken as Kyosuke, he is still one of your better fighters. He also likes to go melee and should be rewarded with the Shishioh Blade. He will soon turn into an unstoppable force, just like Kyosuke. Also, never forget the SRX. Though its only available on his route, it's a broken machine, that screams to be abused.

-----  
- SANGER ZONVOLT -  
-----

# Natural Skills #

Sense	Spirit
Guard	Accel
Valor	Drive

Comments: Superb skillset and all he really needs. Drive for the extra will (if ever needed), Accel to run up enemies, Guard for bosses and Sense to make fun of bosses.

# Morale #

Gains:

Dodge	-> +0
Attack(hit)	-> +2
Get hit	-> +2
Attack(miss)	-> -1
Destroy target	-> +5
Ally destroyed	-> +2

Comments: Perfect morale gains. He won't dodge and won't miss. He does hit hard and know how to take a hit. Killing is his specialty.

# Pilot Skills #

- \*Command L3 (max)
- \*Counter L6 (max)
- \*Infight L6 (max)
- \*Hit & Away
- \*Prevail L5

Comments: Nice basic skills, though most don't fit him. He doesn't need Prevail, nor Hit & Away. He isn't a shooter, but I guess you could take a small advantage of it.

I would complete the list with;

\*Attacker

Sanger is meant to be thrown into swarms of enemies. His morale will rise quickly and Attacker gives him a boost in it. Mental and SP Regenerate are valid options, but Sanger doesn't need Valor to be uber strong. Support wouldn't fit him to well either, though he could take some hit for allies.

SP Regenerate would serve him well either.

#### # Overall #

Sanger is one of the best pilots in this game. He gets a full list of skills that are already useful. Paired with the Grungust Type 0 he will be one of your hard-hitting units, that only gets stronger. You can also notice his strength while being your enemy, there are actually many games that you wish that such characters become your ally and this game has this.

-----  
- TASUKU SHINGUJI -  
-----

#### # Natural Skills #

Strike	Luck
Accel	Guard
Valor	Love

Comments: Superb skillset, almost perfect. He only misses Sense, but with a higher cost you can use Love, so you can skip Valor. Luck is extremely useful at the start, while Guard is subpar to his already high base defense.

#### # Morale #

Gains:

Dodge	-> +1
Attack(hit)	-> +0
Get hit	-> +2
Attack(miss)	-> +3
Destroy target	-> +5
Ally destroyed	-> +0

Comments: Dodge bonus looks weird, because he won't dodge ever. His defense is solid and his morale gains good. He tends to miss, but even that results in a bonus for him. He likes a high morale.

#### # Pilot Skills #

\*Telekinesis L8 (max)  
\*Lucky L6 (max)

Comments: Lucky is alright, nothing flashy. Telekinesis is not what he needs, but it helps in a low defense mech.

I would complete the list with;

\*SP Regenerate  
\*Attacker  
\*Revenge  
\*Mental

Tasuku is a beast and so he should be used. Attacker and Revenge for extra

damage. Mental to lower his Love and Valor cost, while SP Regenerate makes us use them more often. Support could also work for you. As is Infight L7.

#### # Overall #

Tasuku is another high hitting pilot, who is on pair with Sanger and Irm. He really loves the Grungust Type 2 from Kusuha. He starts with the Giganscudo, which suits him well, though later on he should be switching to something that will do more damage. He also doesn't want to waste a slot on Expert in order to be using the Giganscudo.

-----  
- VILETTA VADIM -  
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#### # Natural Skills #

Scan	Focus
Accel	Snipe
Valor	Sense

Comments: Nice skillset, though no one likes Scan. Snipe does well on her, while she should always be close enough to fire. Sense is nice, Focus is a superb move on her.

#### # Morale #

Gains:

Dodge	-> +2
Attack(hit)	-> +2
Get hit	-> +1
Attack(miss)	-> +0
Destroy target	-> +3
Ally destroyed	-> +0

Comments: Viletta is another weaker, she doesn't get a good bonus from killing enemies. She is good at dodging, so attacking many units doesn't hurt her at all.

#### # Pilot Skills #

- \*Fortune
- \*Support L3 (max)
- \*Mental
- \*Gunfight L5 (max)
- \*Infight L5 (max)

Comments: Infight really looks bad on her. She won't be using it anyway, I really wonder why she has it. Gunfight stays low, but there is no big difference between level 5 or 6.

I would complete the list with;

\*SP Regenerate

Viletta seems odd with both Gun- and Infight. Because of this, she probably wants the Guarlion, or the Gespenst MK-S or MK-R. Anything not to flashy anyway. She already has Mental, but with her constant need of Focus she probably will benefit greatly from SP Regenerate.

# Overall #

Viletta has good stats, decent skillset, nice morale gains and shows up in good mechs. Either way you shouldn't give her your best options, because she wouldn't make maximum use out of them. But in a decent mech like the special Gespenst units she will be top material. Joins late, but grants you always a nice machine either way. Viletta is probably used in your first few playthroughs, but replaced whenever other pilots gain enough PP to blow her out of the water.

=====  
= MISC. =  
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For some reason every gunship needs a Co. captain. I've those listed as misc pilots, seeing they can't gain actual PP. But they also contribute to their main captains usefulness.

-----  
- SEAN WEBLEY -  
-----

# Natural Skills #

Mercy	Strike
Luck	Guard
Snipe	Alert

Comments: Mercy doesn't make sense, seeing few units have lower evade than the Hiryu Custom. Strike is nice, as is Snipe. Alert doesn't help much, while Luck is perfectly. He gains it quickly and gives us the much needed funds.

# Overall #

Sean is one of the main reasons that Lefina is much better than Daitetsu. He provides an early Luck and makes sure she hits the enemies when needed(Strike) also he could save her from taking big chumps of damage (Guard).

-----  
- TETSUYA ONODERA -  
-----

# Natural Skills #

Thrust	Focus
Cheer	Faith
Assail	Spirit

Comments: Wow. Tetsuya gives Daitetsu all skills he DOESN'T need. Focus is never good for a big target like a gunship. Assail wouldn't do much good, seeing the Titanic Drill can be used after moving. It also requires low will

so also Spirit is useless. Cheer and Thrust can be nice, but also those aren't good enough.

# Overall #

Tetsuya is just bad. He is probably being lucky as a Co. Captain. He makes Daitetsu worse than he is, that while their gunship is so much better than the Hiryu Custom. Just don't bother with them to much.

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If there are any questions regarding this FAQ, you can always send me an e-mail. I will try to answer them to the best of my knowledge. You can find my e-mailaddress on top of this FAQ.

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